

EA
SPORTS™

TIGER WOODS
PGA TOUR
2003



BASIC GAMEPLAY CONTROLS

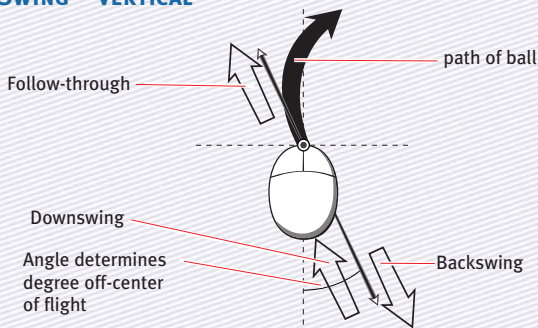
GENERAL GAMEPLAY

ACTION

KEYBOARD

Begin swing (2-Click or 3-Click)	[SPACEBAR] or left mouse button
Adjust aim left/right	[←] / [→] or click and drag the on-screen Aiming Arrow
Select Club	[>] / [<] or mouse wheel
Select Shot type	[I] / [II]
TrueSwing™ Analyzer ON/OFF	[T]
Shot Target Camera	[E]

TRUESWING™ - VERTICAL



↪ To interrupt a TrueSwing™, press **[ESC]** or click the left mouse button.

NOTE: The swing is divided into three parts: backswing, downswing, and contact. For more information, ➤ *Executing Shots* on p. 23.

NOTE: For a list of *Tiger Woods PGA TOUR® 2003* complete controls, ➤ *Complete Controls* on p. 2.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

FOR MORE INFO about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

For updates on *Tiger Woods PGA TOUR 2003*, go to <http://tigerwoods2003.ea.com>.

COMPLETE CONTROLS

GENERAL CONTROLS

ACTION	KEYBOARD
Open pop-up menu	[ALT]
Return to Main menu	[CONTROL] + [M]
View scorecard	[CONTROL] + [K]
View leaderboard	[CONTROL] + [L]
Options screen	[CONTROL] + [O]
View caddie book	[CONTROL] + [B]
Save game	[CONTROL] + [S]

SWING CONTROLS

ACTION	KEYBOARD
Begin swing (2-Click or 3-Click)	[SPACEBAR] or left mouse click
Adjust aim left	[←]
Adjust aim right	[→]
Select next club down	[<] or mouse wheel
Select next club up	[>] or mouse wheel
Select next shot-type down	[I]
Select next shot-type up	[I]
Skip ball flight and go to next shot or cancel shot in mid-swing.	[ESC]
Toggle grid ON/OFF	[G]
Toggle Mini Scorecard ON/OFF	[J]
Toggle Overhead map ON/OFF	[O]
Toggle TrueSwing™ Analyzer ON/OFF	[T]
Take a mulligan (if enabled)	[M]

CAMERA MOVEMENT CONTROLS

ACTION	KEYBOARD
---------------	-----------------

Move camera forward	[W]
---------------------	-----

Move camera backward	[S]
----------------------	-----

Move camera left	[A]
------------------	-----

Move camera right	[D]
-------------------	-----

Move camera up	[F]
----------------	-----

Move camera down	[V]
------------------	-----

Slow camera movement	[.]
----------------------	-----

Speed up camera movement	[+]
--------------------------	-----

CAMERA VIEWS

ACTION	KEYBOARD
---------------	-----------------

Swing view	[1]
------------	-----

Ball-drop view	[2]
----------------	-----

Blimp view	[3]
------------	-----

Green reading view	[4]
--------------------	-----

Ball cam forward to green	[5]
---------------------------	-----

Low camera to flag	[6]
--------------------	-----

TV Tower Tee box view	[7]
-----------------------	-----

TV Tower Greenside view	[8]
-------------------------	-----

Side Profile Swing view	[9]
-------------------------	-----

Opponent view	[0]
---------------	-----

Camera editor	[CONTROL] + [E]
---------------	-----------------

Shot Target camera	[E]
--------------------	-----

ONLINE GAMES

ACTION	KEYBOARD
---------------	-----------------

Begin and end chat	[ENTER]
--------------------	---------

SETTING UP THE GAME

From the Main menu, you can configure your gameplay options, join online games or set up a single-player match in any of 18 game types, including Career mode which is new for *Tiger Woods PGA TOUR 2003*.

MAIN MENU

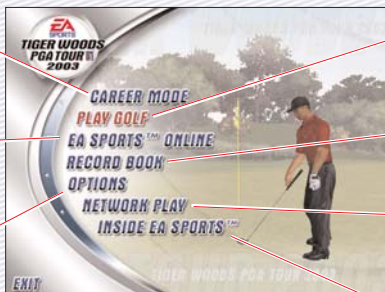
Start your *Tiger Woods PGA TOUR 2003* career (► *Career Mode* on p. 28)

Play online against other golfers (► *EA SPORTS Online* on p. 41)

Configure audio, video or gameplay options (► *Options* on p. 13)

NOTE: Default settings in this manual appear in **bold type**.

► To exit the game and return to Windows, click EXIT.



Set up a round of golf in any of 17 formats (► *Play Golf* p. 5)

Load and save games or highlights from previous rounds (► *Record Book* on p. 11)

Play against others via LAN or Internet (► *Network Play* on p. 49)

Get a look inside EA SPORTS

PLAY GOLF

To get started playing *Tiger Woods PGA TOUR 2003*, you need to select the game type, the players, the course and any options.

- To start a new game, click **PLAY GOLF** in the Main menu.
- ⦿ For more information about playing online golf against players around the world, ➤ *EA SPORTS Online* on p. 41.

SELECT YOUR GAME SCREEN

Select the game and configure the settings for the game.



Select one of 17 game types (➤ *Game Types* on p. 34 for a full description)

Change options for the selected game

- For more information on the game types in this screen, ➤ *Game Types* on p. 34. For information on the settings, ➤ *Game Type Settings* on p. 39.
- To continue to the Select Golfer screen after selecting your game type and settings, click **NEXT**.

SELECT GOLFER SCREEN

Review golfer profiles and stats or create new golfers. When you've decided to play, add golfers to your group and head for the course.

Add a highlighted player to the Selected Golfers window

Remove a highlighted player from the Selected Golfers window

Create a new golfer (► *My Golfer Screen* on p. 7)



Customize the selected golfer (► *My Golfer Screen* on p. 7)

Delete a created golfer

View the essential stats for the golfer highlighted within the Selected Golfers window

- To toggle control of the golfer, left-click on the icon next to the golfer's name in the Selected Golfers window.
- To change the golfer's Difficulty setting and Control Method, click the applicable settings in the Golfer Detail area of the screen (► *Golfer Detail* below).
- To customize the selected golfer, click CUSTOMIZE GOLFER (► *My Golfer Screen* on p. 7).
- To create a new golfer, click NEW GOLFER (► *My Golfer Screen* on p. 7).

GOLFER DETAIL

- To change any of these settings, click the value of the setting on-screen to cycle through the available settings.

PLAYER TYPE

Set the controller for this player in the selected game: **HUMAN** or **COMPUTER**.

TEE

FORWARD tees are easiest, followed by MIDDLE, **BACK**, PRO and TOURNAMENT in increasing order.

- ⊙ On some courses, the Pro and Tournament tees are the same.

DIFFICULTY

Cycle skill levels **AMATEUR**, **PRO**, TOUR, CHAMPIONSHIP, and MASTER. Skill level affects the degree of difficulty and forgiveness in your swing, distance potential, and amount of spin that you can apply.

CONTROL METHOD

Define the method by which a human player swings the clubs for this golfer: **TRUE SWING (V)**, TRUE SWING (H), 3-CLICK or 2-CLICK.

- ⊙ For more information on the various types of swing, ► *Swing Types* on p. 17.

MY GOLFER SCREEN

Create a new golfer, or edit one that you already created. Modify the appearance and club selections for your custom golfer.

Go to the Club Select screen to customize your bag (► *Equipment Tab* on p. 8)

Type a name for your golfer and press **ENTER**

Select a photo to represent your created golfer on the course



Customize setup options

- ⦿ Created golfers used in Network play can be used in the other game types, and vice-versa. For EA SPORTS Online play, you must create an online golfer.
- ☛ To use your created golfer, you must select the golfer in the Select Golfer screen (► *Select Golfer Screen* on p. 6).
- ☛ To change any golfer detail settings such as your tees and skill level, click the appropriate setting under Golfer Detail on the Select Golfer screen to change it. For more, ► *Golfer Detail* on p. 6.

APPEARANCE TAB

Under the Appearance tab, you can define the look of a user-created golfer and set whether it is human or computer-controlled.

EQUIPMENT TAB

Add or remove clubs from your bag, set the shaft and club type for your clubs, and select the golf balls that you will use. You can carry a maximum of 14 clubs including the putter.

Checkmarks indicate currently-selected clubs



SHAFT FLEX

The distance and speed of swing of the **REGULAR** shaft is between the slower **SENIOR** and the faster **STIFF**.

- ☉ If you tend to swing quickly, you should select a Stiff shaft. If you swing at a slower speed, you should select a Flex or Senior shaft. When using TrueSwing, your swing speed is measured by the Tempo rating.

CLUB TYPE

Selecting the type of clubs to use: **PERIMETER WEIGHTED**, **LIGHT PERIMETER WEIGHTED** or **FORGED**.

- ☉ Perimeter weighted clubs have lighter penalties for mis-hits, but fades and draws are more challenging. Forged clubs allow more intentional bending of shots yet are less forgiving on mis-hits. Light Perimeter Weighted are balanced between the other two types.

BALL TYPE

Choose the type of ball to use: **2 PIECE DISTANCE**, **SOLID CORE** or **WOUND BALATA**.

- ☉ 2 Piece distance balls fly the furthest yet have weak spin characteristics. Solid Core allows for more spin performance. Wound Balata balls have a shorter range yet the best possibilities for spin.

- ⦿ Differences between available options for staff, club and ball types are displayed at the bottom of the screen.
- ☛ To toggle a club's inclusion in your bag, click the name of the club.
- ☛ To restore the golfer's default club configuration, click SUGGESTED.

ABILITY TAB

When you create a computer-controlled player, you can fine-tune the abilities of that player through the Ability tab.

EA TIP: The Ability tab applies only to computer-controlled opponents. To create competitive golfers, set a PGA TOUR golfer to be a computer-controlled opponent and review his settings in the Ability tab.

- | | |
|----------------------|--|
| DRIVING DISTANCE | How far the golfer can drive the ball. |
| DRIVING ACCURACY | How often the golfer hits the fairway on drives. |
| AVERAGE PUTTS | Sets the average number of putts a golfer needs to finish a hole. |
| SAND SAVES | When trapped in the sand, the golfer's Sand Save percentage indicates his chance of saving par. |
| SCRAMBLING | When a golfer misses the green in regulation, the golfer's Scrambling percentage indicates his chance of making par or better. |
| GREENS IN REGULATION | How often does the golfer hit the green with a chance at par? <ul style="list-style-type: none"> ⦿ A green is considered reached in regulation if the ball is touching the putting surface and the number of strokes taken is at least two fewer than par. |
| NUMBER OF BIRDIES | Average number of birdies in an 18-hole round. |
| AVERAGE ROUND SCORE | The golfer's average score on an 18-hole round. |
- ☛ To allow the player to learn from his mistakes during play, check PLAYER LEARNING.
 - ☛ To randomize the values in this screen, click RANDOMIZE VALUES.

COURSES SCREEN

Tiger Woods PGA TOUR 2003 puts you on the grass of twelve championship courses, plus the new Skill Zone Practice Range.



CONDITIONS

Sets the overall condition of the course, greens and fairways.

ROUGH

When **HEAVY**, the rough on the edge of the fairway requires more power in your stroke to escape it. **LIGHT** rough is shorter and allows for easier escapes, and **AVERAGE** is somewhere in between.

WIND

Sets the average speed of the wind: **STILL**, **CALM**, **BREEZY**, **GUSTY** or **STRONG**.

SKY

Configures the overall look of the sky overhead (**PARTLY CLOUDY**, **CLOUDY**, **OVERCAST** or **STORMY**) or the time of day on a sunny day (**SUNRISE**, **SUNNY** or **SUNSET**).

☉ Stormy sky conditions sometimes result in rain on the course.

- ☞ To learn more about a course, select it in the Course Selection list. Then, click **COURSE INFO**.
- ☞ To begin your game, click **TEE OFF**.

RECORD BOOK

In the Record Book, you can load saved games, review saved replays, or see player, season or course stats.



Load previously saved games

Load previously saved Replays

Review your overall stats

Statistics for any course in the game

Statistics for the currently loaded season

Statistics for the current game

Close the Record Book and return to the Main menu

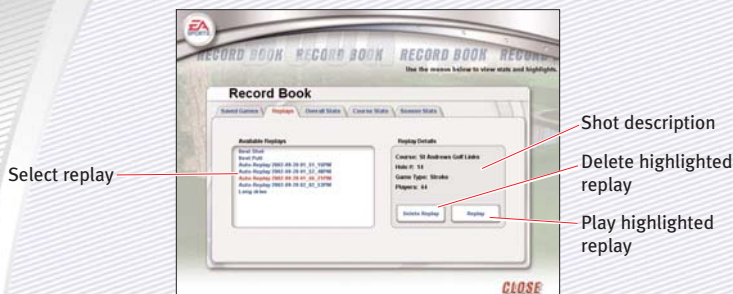
SAVED GAMES

From the list on the left side of the screen, you can select a saved game. The course, hole and other details of the game are listed on the right.

- ▶ To resume playing a saved game, select the game from the list on the left, and then click TEE OFF.

REPLAYS

During the game you can save replays of your choice or let the game choose which replays to automatically save. Replays are listed on the left and details of a selected replay are listed on the right.



NOTE: During the game, your best putts and best shots are automatically saved. You can also save your most recent shot through the In-Game Settings menu (► p. 27). Select **SAVE** and then **SAVE SHOT**.

OVERALL STATS

You can review overall statistics for each PGA TOUR player or any players that you have created.

- ▶ To see a player's overall statistics, select the player's name from the drop-down list. The player's statistics are then displayed.

COURSE STATS

For each course that has been installed in *Tiger Woods PGA TOUR 2003*, you can review the statistics for the course.

- ▶ To see statistics for a different course, select the course from the list on the left. The course's statistics are then displayed on the right.

SEASON STATS

Tiger Woods PGA TOUR 2003 compiles comprehensive statistics for each player in each season that you play.

- ⦿ You can use the Season Stats to assess weaknesses in your game.

OPTIONS

Configure a wide variety of audio, video, gameplay and course options to optimize performance on your computer.

NOTE: When you first run *Tiger Woods PGA TOUR 2003*, a hardware checker assesses your computer's capabilities and determines initial settings for these options. Changing these settings can severely impact performance—in particular Object Detail and Screen Size. **RECOMMEND SETTINGS** restores the defaults.

- ☛ To accept the changes to your Options and return to the Main menu, click OK.
- ☛ To return to the Main menu without accepting changes, click CANCEL.

VIDEO

Configure settings for your screen display to get the best overall performance from your system.

NOTE: During a game, you cannot change your video options. You must exit the game first. **Users are strongly encouraged to let the game determine video options.**

RENDERER

Select the type of rendering you want to use: 3D HARDWARE through your hardware-accelerated graphics card or SOFTWARE renderer.

NOTE: If you are having problems related to your 3D Hardware renderer, you should use the automatic slider under the graphics tab and move it to best performance.

SCREEN SIZE

Select the resolution of your screen: 800 X 600, 1024 X 768 or 1280 X 1024.

- ☉ Unless you have a supported video card with at least 64MB of video memory, set your screen size no higher than 1024x768.

COLOR DEPTH

Set the color depth of the display: 16 BIT or 32 BIT.

- ☉ To effectively display 32-bit color depth, you should have at least 32MB of RAM on your video card.

GRAPHICS

In the Graphics tab, you can set the slider bar to automatically configure your options based on your preferences between graphics and performance. Or, you can set the options manually.

- ❏ To let the game automatically set your graphics options, click the button next to Automatic Settings. Then, use the slider bar to find the desired balance between graphics and performance.
- ❏ To manually configure your graphics options, click the button next to Manual Settings. Then, make your selections from the following options.

TREE DETAIL DISTANCE	Use the slider bar to set the detail of the objects displayed in the game.
HOLE PERIMETER	You can set the amount of the land plot that is loaded during gameplay with the slider bar.
ANIMATED TREES	Set the number of trees that animate in the game. More tree animation slows the game.
GOLFER DETAIL	Configure the amount of detail displayed for each golfer: MEDIUM or HIGH.

NOTE: The High Detail Trees, Water Reflections, Animated Galleries and weather settings have the most dramatic effect on game performance and may not be available on low-end machines. If they are available, toggle the following options OFF for better performance.

HIGH DETAIL TREES	Check this box for more detailed objects.
ANIMATED GALLERIES	Toggles animation of galleries on the course.
WATER REFLECTIONS	Toggles display of reflections in water hazards.
GOLFER SHADOW	Toggles display of enhanced golfer shadows.
ENABLE FOG	Selects display of fog in the game during some weather conditions.
ENABLE CLOUDS	Enables display of animated clouds in the sky and on the horizon.
RAIN	Turn on display of rain weather effects.

GAME

SHOW GRID

When Show Grid is ON, you can set the point at which the grid is displayed: NEVER, ON PUTTS ONLY, **ON CHIPS AND PUTTS**, and ALWAYS.

CHIPPING STANCE

Reach for a chipping club from distances LESS THAN 15 FEET to LESS THAN 60 YARDS. **LESS THAN 30 YARDS** is the default.

CAMERA VIEW

Sets the default camera for use in the game.

- ☉ Use Ball Cam view for a faster game or for better performance on low-end machines.

SWING ANALYZER

Toggle display of TrueSwing Analyzer **ON/OFF**.

- ☉ For more information on *The TrueSwing Analyzer*, ► p. 26.

OVERHEAD VIEW

Toggles **ON/OFF** display of the Overhead view map on the course.

MINI SCOREBOARD

Enables display of the Mini Scoreboard in the game.

SHOW AUTO REPLAY

Toggles **ON/OFF** the automatic replay of highlights during the game.

AMBIENT MOTIONS

Toggle display of player fidgets and other ambient movements **ON/OFF**.

SHOT REACTION MOTIONS

Toggles **ON/OFF** the display of golfer reactions to good and bad shots.

SOUND

Under Sound, you can control the playback volume of the various kinds of sounds and music in the game.

- ☞ To set the volume for a type of sound effect, use the appropriate slider bar.
- ☞ To turn off a sound effect, set the slider bar at the minimum level.

AMBIENT SOUNDS

Sound effects created by the environment, such as flowing water, chirping birds or the wind.

MUSIC / INTERFACE

Sets the volume of music and sound effects played in the menu system.

TV ANNOUNCERS

Adjusts the volume of commentary during the game.

CROWDS

Sets the volume of the galleries during the game.

ON THE COURSE

On the course, preparation is just as important as execution. Before you swing, make sure you know your current conditions and the likely destination of your shot. This section contains all of the information and tools needed to master *Tiger Woods PGA TOUR 2003*.



CHANGE VIEW

Prior to a shot, you can change the position of the camera relative to the ball. New for *Tiger Woods PGA TOUR 2003*, the Shot Target camera displays the approximate target for the ball, given the current club, conditions, and trajectory of the ball.

- ☞ To toggle the Shot Target camera, press **[E]** before taking your shot.
- ☞ To change the camera position using the Look Around feature, right-click and hold the mouse button. Move the mouse to reposition the camera.
- ☞ To move the camera around on the course, press **[W]**, **[A]**, **[S]**, **[D]**, **[F]** and **[V]**. To return the camera to its default position, press **[I]**.

NOTE: The Camera movement controls listed above may not be available on low-end machines.

- ☞ To toggle display of the Mini Scorecard, press **[J]**.

SWING TYPES

Tiger Woods PGA TOUR 2003 gives you four mechanisms for controlling your swing. Beginners may get the hang of golfing with the 2-Click swing or 3-Click swing.

TRUESWING (V)

Use your mouse to control the on-screen golfer's swing in real-time, perfecting your rhythm and tempo, just like a real golfer.

- ☉ For more information on executing TrueSwing (V), ► *Using TrueSwing™* on p. 23.

TRUESWING (H)

The TrueSwing (H) type of stroke is exactly like the TrueSwing (V), except that you move right to backswing and move left to finish your stroke.

3-CLICK

Longtime computer golfers may prefer this swing type on the course.

To make a complete 3-Click swing:

1. Left-click over the golfer or in the Swing Meter or press SPACEBAR to begin the backswing. As the Power Arc rises, your swing gains power.
2. To begin the downswing, left-click in the Swing Meter or press SPACEBAR again. The Power Arc starts to drop and gain speed.
3. To strike the ball, left-click in the Swing Meter or press SPACEBAR a third time. You want to strike the ball so that the Power Arc stops at the Contact Line at the bottom of the Swing Meter.

EA TIP: When you overswing, the Swing Meter moves faster, which increases your power and the effects of any deviation from the Contact Line.

FADES AND DRAWS

With the 3-Click swing, you can hit draws or fades.

- ☉ To hit a draw/fade with the 3-Click swing, left-click the mouse before/after it reaches the Contact Line on the downswing.

EA TIP: Practice fades and draws yet use them sparingly. If possible, reposition the Aiming Arrow to go for a straight shot.

2-CLICK

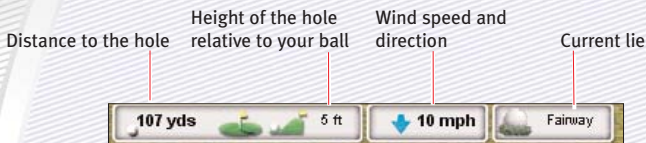
For beginners, the 2-Click swing gives a good feel for the rhythm of a golf swing. You click once to begin the Swing Meter and click again to set the power on your shot. The swing automatically finishes with 100% accuracy.

EA TIP: You can use the 2-Click method to get familiar with a new course.

PLANNING YOUR SHOT

To compete with the best in golf, you must pay attention to your lie and the hazards around it. Don't forget the weather; a gust of wind can carry the perfect iron off course.

CHECK THE CONDITIONS



WIND

A good strong wind can ruin even the greatest shots.

DISTANCE

Choose a club whose distance rating is just above the mark to your target. Club up to cut your loft and make a lighter swing. For example, instead of swinging a full five-iron, you can swing a soft four-iron.

- ☛ To see the average distance possible for the selected club, move the mouse over the club indicator. Wind conditions are not factored.
- ☛ To see the likely target of your selected club, press **[E]**.

LIE

Check the Lie Indicator before you swing. If it's bad, you may want to try a safe shot back onto the fairway before you go for it.

RELATIVE POSITION

Look at the In-game Taskbar to read your ball's position relative to the hole. If you're below the hole, you may have to lift the ball more, which may require that you club down. If you're above it, watch the roll of the ball.

USE THE RIGHT CLUB

Longer shots have a greater error margin in terms of physical distance, while shorter shots with higher irons are more likely to be moved off-course. When possible, find a club that can get you to your target without overswing.

- ⦿ The average distance for the selected club is displayed when you move the mouse over the club indicator.



EA TIP: The distance potential of a club does not take into account the wind, fairway conditions or lie of the ball.

- ☛ To select a new club, click the indicator of the current club. Your golf bag opens. Click a new club, and the golf bag closes.

TARGETING

With practice, you can learn how hard you want to swing and the distance that you're likely to achieve with any swing.

You can use the Aiming Arrow to rotate the position of the golfer around the ball, effectively aiming your shot in a different direction.

- ☛ To redirect the Aiming Arrow of your golfer, press  or . You can also click and drag the on-screen Aiming Arrow.

SHOT TARGET CAMERA

New for *Tiger Woods PGA TOUR 2003*, the Shot Target camera can greatly improve your aim. With the Shot Target camera activated, you can use the slider bar and change clubs to see how they affect your shot. It's a great learning tool, as well.

- ☛ To toggle the Shot Target camera, press .

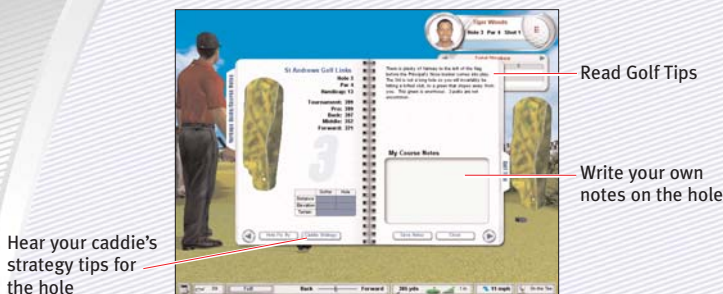
WEIGH THE RISKS

A well-designed course carefully balances the risks and the rewards for the golfer. When taking a shot within the normal flow of a round, it's likely that the designer has set up a decision for you based on risk and reward.

EA TIP: Careful golfers use the Overhead map to plan shots. Left-click and drag in the Overhead map for real-time distance measurements and to move the camera.

CADDIE BOOK

The Caddie Book gives you access to the best strategies and tips for handling the current hole and the course overall.

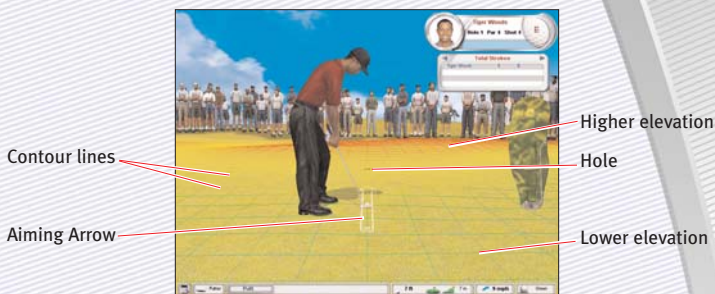


- ❏ To access the Caddie Book, select CADDIE BOOK in the In-Game Settings.
- ❏ To get distance, elevation and terrain information, left-click on the overhead map. The positional information is displayed.
- ⦿ Cinematic fly-bys are only available if you are able to select the Auto-Cam or Ball-Cam as your camera

After you play the hole, it's a good idea to use the My Course Notes area to write down your approach and whether you were successful or not.

THE GRID

The Grid gives you a grid overlay of the layout and slope of the terrain immediately around the golfer. The Grid is very useful when putting.



- ☛ To toggle display of the Grid, select SHOW/HIDE GRID from the In-Game Settings menu (► p. 27).

When lining up a putt with the Grid, you should look at the horizontal lines to determine the break of the green. Lines slanted towards you cause a left-to-right break, determined by the degree of the slant. Colors indicate vertical break. Areas in red are higher than your position, and blue indicates a lower elevation.

CAMERA EDITOR

In the Camera Editor, you can define and select different camera angles depending on the situation on the course. You can access the Camera editor by selecting the » icon from the In-Game Settings menu (► p. 27) and then selecting EDIT CAMERAS

- ☛ To see a different camera's view, select one from the Camera drop-down list.
- ⊙ Each camera is associated with a hot key. To switch to a camera in the game, press the hotkey listed in the Camera Editor.

Using the buttons in the Golfers and Course tab, you can reposition the currently selected camera.

- ☛ To change how fast or slow the camera makes adjustments to its position, use the Increment slider bar.
- ☛ To change the transition speed between cameras, select a new Transition Speed from the drop-down list.
- ☛ To save the current camera as defined, click SAVE CAMERA.
- ☛ To restore the default settings for the current camera, click RESTORE DEFAULT.
- ☛ To return to the default swing camera during gameplay, press [1].

CHOOSE YOUR SHOT

Good golfers practice more than full-swing shots. While the basic swing can carry you to a decent score, mastery of specialty shots can save pars and win rounds.

- ▶ To choose a different type of shot, click the text next to the Club menu in the In-game Taskbar. Usually, this text is “Full.”

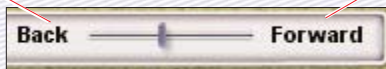
The distances listed for pitches, chips and bump-and-runs include the roll, and vary depending on the difficulty level at which you are playing.

POWER SHOT	Move the slider to the left to muscle up to launch a powerful shot. Use it to get extra power for tweener shots, too. Using a power shot increases the error if you mis-hit it.
FULL	A full swing for maximum distance. Move the ball Forward in your golfer's stance for more height yet less roll and distance on the shot.
CHIP	A shot that drops the ball onto a target protected by hazards. To hit a low trajectory shot with good roll, move the slider towards Bump-N-Run.
HIGH SPIN	Loft a high shot with plenty of backspin. Move the slider to add height and spin, which may cause the ball to roll back.
PUNCH	A low-flying shot from under the trees, a punch is a useful way to get out of the rough stuff and to keep the ball out of the wind. Move the slider to the right to raise the trajectory of the shot.
FLOP	A soft lob with little roll that is typically executed using a lob wedge. Move the slider to the left to add Distance or to the right to add Spin.
PUTT	Selects the putter for shots on the green or its fringe.
SAND	When you land in the sand, you can vary your shot from Blast to Pick. Blasts grab more sand, travel less and are best suited for greenside bunkers. Picks should be used from fairway bunkers where a longer flight is desired.

TRAJECTORY ADJUSTMENTS

Move the slider to this end to make the shot more like a bump-and-run shot

Move the slider to this end to make the shot more like a pitch



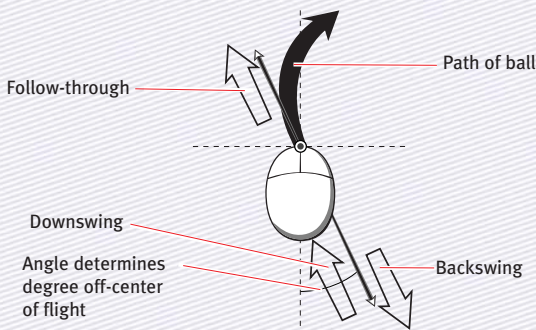
- ☛ To decrease/increase the loft of your shot, move the slider towards the Back/Front position.
- ⦿ With lofted clubs like the short irons and wedges, moving the ball forward also adds backspin, which can limit the amount of forward roll after the ball lands.

EXECUTING SHOTS

To hit quality shots, practice your swing over and over, until you can make shots with all clubs on a consistent basis.

USING TRUESWING™

TrueSwing delivers the most realistic feeling of swinging a golf club on the computer.



When using TrueSwing, think of the mouse as a golf club. The face of the club represents the side of the mouse with the cord. If the cord side is the face of the club, then executing a swing simply requires that you pull the club face straight back and then push it forward through the point at which you began the swing.

- ☛ To interrupt a TrueSwing, press **[ESC]** or click the left mouse button.
- ☛ To toggle display of the TrueSwing Analyzer, press **[T]**.
- ☛ For additional information on the TrueSwing Analyzer, press **[F1]** while the TrueSwing Analyzer is displayed.

The velocity and pace at which you execute the backswing, downswing and follow-through determine the power on the shot. Deviations to the left or right in your mouse movements add spin to the ball, creating draws and fades. In severe cases, deviations can cause hooks, slices and even complete misses.

EA TIP: The results of a TrueSwing depend on how well your swing matches the type of club that you are using.

To execute a swing:

1. Move the mouse towards the top of the screen to a spot where the pointer is above the club head and level with the golfer's hands. Make sure that the swing pointer is still displayed on-screen.
2. When you are ready to swing, click the left mouse button.
3. In a smooth motion, draw the mouse straight down to execute the backswing. Pulling the mouse further down increases the backswing and adds power to the stroke.
4. When you have reached the end of the backswing, move the mouse upward until the golf club passes through the ball, and it begins flight.

NOTE: If you don't return to the starting position, you might hit off-center, lose power or even hit the ball off the toe or heel. Movements to the left or right add hook or slice to the ball.



FADES AND DRAWS WITH TRUESWING™

Look at your mouse and envision two perpendicular lines intersecting at the center of the mouse. The vertical one indicates the path that you move the mouse to execute a straight TrueSwing. The horizontal one indicates the club face.

- ➊ Assume that you are playing with a right-handed golfer using the TrueSwing (V) swing type.
- ➋ To **add fade** to your shot for a right-handed golfer, pull the mouse down and to the right of the vertical line. When you follow through, finish to the left of the vertical line. This diagonal movement of the mouse forces the ball to fade to the right for a right-handed golfer. To execute a good fade, the mouse must return to the point at which you began the swing. Under Club Path, a well-executed fade is listed as OUTSIDE-IN.
- ➌ To **add draw** to your shot for a right-handed golfer, pull the mouse down and to the left of the vertical line. The mouse must return to the point at which you began the swing. Under Club Path, a well-executed draw is listed as INSIDE-OUT.
- ➍ To **hook** or **slice**, increase the angle of the diagonal. A hook is a more extreme draw, and a slice is a more extreme fade.


For left-handed golfers in the game, reverse the direction of the diagonal movements. For example, a lefty adds draw by pulling down to the right of the vertical line.

HEEL AND TOE SHOTS: MIS-HITS

Failure to return the mouse to its starting position can result in **Miss Hit Heel** shots, which strike the ball near the shaft, and **Miss Hit Toe** shots, which strike the ball at the end furthest from the shaft.

PUTTING WITH TRUESWING™

When you use TrueSwing, the distance traveled with the putter depends directly on the amount of backswing and the speed of the club as it impacts the ball. A deviation to the left of the starting mouse point is equivalent to rotating the putter to the left.

EA TIP: When putting, turn on the green grid (press  to toggle).

HAZARDS

When the ball lands in a hazard, you receive a one-stroke penalty. You can then choose to hit the ball from the nearest relief, rehit from where you originally hit or take a ball dropped in front of the hazard.

- ☞ To take a drop, click DROP HERE.

OUT OF BOUNDS

Landing out of bounds costs you a one-stroke and distance penalty. You rehit from the spot from which you hit the ball.

THE TRUESWING™ ANALYZER

The TrueSwing Analyzer shows you important stats about your swing.

Power percentage when hitting at the top of the Swing Meter

How close you came to hitting the ball's "sweet spot"

Tempo of your swing

Path of ball struck with this club



- ☞ To toggle display of the TrueSwing Analyzer, press **[T]**.

CLUB PATH

Errors in mouse movement off the desired club path.

SPEED

Percentage and overall power rating of the shot.
Power measures the speed of the club head.

NOTE: In the TrueSwing Analyzer, overswings have a power rating greater than 100%.

TEMPO

Amount of combined time for your backswing and downswing. Try to execute a smooth swing. Deviations result in a poor tempo rating and can result in mis-hits, a reduction in power or both.

IMPACT

How close you got the mouse to the point at which you began your swing. You always want to hit the ball on the sweet spot.

- ☞ To see details on the factors in the TrueSwing Analyzer, press **[F1]** when the TrueSwing Analyzer is displayed.

IN-GAME SETTINGS MENU

Through the In-Game Settings menu, you can change your view, audio, replay and gameplay options, as well as check the leaderboard or save your game.



➤ To access the In-Game Settings menu, click the icon on the left side of the toolbar.

NOTE: The options available in the In-Game Settings menu depend on the current situation on the course.

- | | |
|--|--|
| SHOT TARGET | Given your selected club and current lie, you can see where the shot is likely to land. |
| CADDIE BOOK | Look at your caddie book for tips and notes (➤ <i>Caddie Book</i> on p. 20). |
| FIND FLAG | Move the camera to view the hole's flag. |
| MULLIGAN | Re-take the last shot, if mulligans have been enabled. |
| CONCEDE HOLE | In match play formats, you can concede the points for the hole to the other team and proceed to the next hole. |
| SCORECARD | Displays scorecard (➤ <i>Scorecard</i> below). |
| ➤ Click the >> icon to see available file operations, including: | |
| DROP BALL | Take a dropped ball with a one-stroke penalty. |

SCORECARD

If you are playing against computer opponents or in tournaments, check the Scorecard to see how you're faring against the competition.

➤ To view the other half of the scoreboard, click Front 9/Back 9.

CAREER MODE

New for *Tiger Woods PGA TOUR 2003*, Career mode lets you take charge of your career. Begin your career as a raw rookie with just a few bucks in your pocket. Use your cash to take lessons, buy better equipment, and enter tournaments and competition where big bucks and reputations are made. Do it over several years, and you may become a legend of the game.

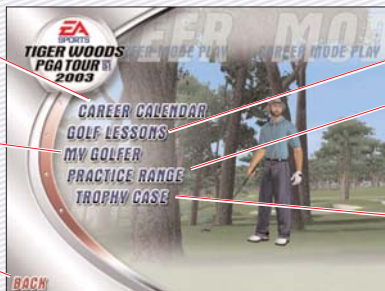
- To begin a new career in Career mode, select CAREER MODE in the Main menu. To create a new golfer, click CREATE PLAYER. For more information, ➤ *Create My Golfer* on p. 29.
- If you are starting Career mode for the first time, you should step through the New Player Walkthrough.
- To select a golfer that you've already created, click the golfer's name in the pop-up menu. Then, click NEXT.
- Difficulty levels in Play Golf and Career mode are very different. For example, Master skill level in Play Golf mode will feel much different than Master in Career mode. Play a few practice rounds before you head out to the course when you switch back and forth to make sure that you are ready for the change.

CAREER MODE MAIN MENU

Go to the Career Calendar and enter your next event
(➤ *Career Calendar* on p. 32)

Review your golfer's profile
(➤ *Create My Golfer* on p. 29)

Exit Career mode and return to the Main menu



Get lessons on the finer points of the game (➤ *Golf Lessons* on p. 31)

Go to the practice range to work on your game
(➤ *Practice Range* on p. 31)

Check out the trophies that you've earned and view your resumé
(➤ *Trophy Case* on p. 33)

MONEY AND WAGERING

In Career mode, you can use money to increase your attributes, buy better equipment, and take lessons—all for the purpose of entering tournaments and competitions for the big prize money.

- ⦿ Before the start of a match, tournament or competition, it's a good idea to hit the Practice Range. During practice, you may be challenged by another golfer to one of many different events.

CREATE MY GOLFER

When you first enter Career mode, you can choose to load an existing Career mode golfer or to create a new golfer.

NOTE: It's a good idea to do the Career mode New Player Walkthrough for a basic overview of Career mode. You can also select your swing type in the Walkthrough. Otherwise, it defaults to TrueSwing Vertical.

APPEARANCE

In the Appearance tab, you configure the appearance of your golfer. Enter your golfer's name and use the arrow buttons to select a photo.

EQUIPMENT

Under the Equipment tab, a basic set of clubs is configured for your golfer. You can swap clubs in and out of your bag, buy better individual clubs, or go to a new type of shaft, head, or ball.

- ⦿ In regulation golf, you can use up to 14 clubs in your bag. Club options that are grayed out must be purchased before you add them to your bag.
- ⦿ For information on the different types of club heads, shafts, and ball,
 - *Equipment Tab* on p. 8.

ATTRIBUTES

Check to allow
shot shaping



In the Attributes tab, you can spend money to increase the attributes for your golfer. As you win money, you can increase these attributes to improve your results.

POWER

Sets the distance that your golfer can hit the ball with wedges, irons and clubs.

ACCURACY

Determines the accuracy of your golfer's shots.

RECOVERY

The golfer's ability to recover from the rough and bunkers. Golfers with a high Recovery rating tend to scramble well for par.

DISTANCE CONTROL

The golfer's skill at hitting a desired distance. It's very important for irons and wedges.

PUTTING

A higher putting setting increases the size and the precision of the putting grid.

- ▶ To allow your golfer to shape shots with fades and draws, check the box next to Allow Shot Shaping. Shot shaping also increases chances for mis-hits.

MY GOLFER

In the My Golfer screen, you can review your golfer and spend money on new gear and attributes.

- ▶ To go to the My Golfer screen, select MY GOLFER from the Career Mode Main menu.

DEVELOPING YOUR CAREER

With practice and lessons, you can develop the skills to win competitions and challenges. Prize money, then, can be spent to improve your attributes.

PRACTICE AND MORE PRACTICE

To make the most of your competitive rounds, you should get familiar with your clubs through practice, lessons, and challenges from other golfers.

GOLF LESSONS

Through golf lessons, you can work on various aspects of your game.

NOTE: Before you can execute a specialty shot in Career mode, you must take a lesson to learn the shot. As your level increases, more lessons become available to you.

- ▶ To take a golf lesson, click GOLF LESSONS in the Career Mode Main menu. From the drop-down list in the pop-up screen, select the lesson to take. The cost is displayed. To take the lesson, click TAKE LESSON.

PRACTICE RANGE

You can always work on your game at the Practice Range for free.

- ⊙ At the range, you may get challenged to a variety of events. For more information, ► *Challenges* below.
- ▶ To go to the Practice Range, select PRACTICE RANGE in the Career Mode Main menu. Then, select the course and the weather conditions to play. To head to the range, click TEE OFF.

When you enter the Practice Range, you are placed on the Driving Range.

- ▶ To go to a new location on the Practice Range, select your destination from the In-Game Settings menu (► p. 27).
- ▶ To drop your ball in a new location on the range, click the Overhead map.

CHALLENGES

Other golfers may challenge you in a variety of events on the Practice Range.

- ▶ To accept a golfer's challenge, enter the total amount that you wish to wager. Then, click ACCEPT. To avoid the challenge, click REJECT.

CAREER CALENDAR

In the Career Calendar, you can see the upcoming events for this month and plan ahead for major competitions in the future.



- To learn more about an event, click on the date. The event description, entry fees and purse are listed. To enter, click BEGIN EVENT.
- ⦿ When you choose to enter an event, you jump forward in time to that date. All events on previous dates are “completed” and no longer available during the current calendar year.
- To advance to the next calendar month, click NEXT MONTH.

GOLFER DEVELOPMENT

If you work at your game and enter tournaments and competitions, you can advance through skill levels and earn money to improve your basic attributes.

IMPROVING ATTRIBUTES

When you make money on the course, the best place to invest it is in improving your attributes. Attribute points improve your basic set of skills. The true test of skill, though, remains on the course and in your hands.

ADVANCING LEVELS

As you begin to dominate the competition at Amateur skill level and improve your attributes to the maximums allowed for Amateurs, you may notice a Qualifying Tournament on your Career Calendar. If you finish in the top 35 in the Qualifying Tournament as an Amateur or Pro, you advance to the next level, where prizes and competition increase. On Tour, Champion or Master levels, you must record a top-10 finish in a Qualifying Tournament to advance.

- ▶ To advance to a new playing level, you must enter and satisfactorily complete a Qualifying Tournament.

TROPHY CASE

In the Trophy Case screen, you can review your resumé and all of the trophies and honors that you've earned over the course of your career.

- ▶ To replay the highlight that earned you a trophy, click the ball icon.
- ▶ To review your career stats, click VIEW MORE STATS on your resumé.
- ▶ To return to the Career Mode Main menu, click BACK.

GAME TYPES

In *Tiger Woods PGA TOUR 2003*, you can trade great shots in Match Play and Shootout, or let all golfers fend for themselves in Stroke and Tournament play. For big-money battles, try Skins competitions. In the Practice Area, you can prep for these battles, or head to the Driving Range to work on specific shots.

- For more information on changing the settings for each game, ➤ *Game Type Settings* on p. 39.

GAME TYPE SCREEN



PLAYER HANDICAP

To compute a handicap, all of your handicap-enabled rounds and their associated difficulty factors are added together. The average of your top rounds (with difficulty factored) determines your handicap.

- Associated with each course is a difficulty factor. When a player scores well on a difficult course, his handicap drops to a greater degree.
- To establish a handicap, select USE HANDICAPS under the Advanced tab of Game Type Settings. For more information, ➤ *Game Type Settings* on p. 39.

To set an initial handicap, you must play an entire 18-hole round in one setting under a regulation type of gameplay.

TOUR CHALLENGE

Take the challenge of different scenarios on various courses to see if you really are ready for anything in PGA TOUR golf.

SEASON

Think you can handle the rigors of an entire season of golf? *Tiger Woods PGA TOUR 2003* takes you through the ups and downs, challenges and conquests of a season on the PGA TOUR. Play multiple seasons on the Pro Circuit, or compete against amateur players in the Amateur Season.

- ❏ To select a season, click the name from the list of available seasons. To edit the selected season, click EDIT. To reset the selected season to its defaults, click RESET.
- ❏ To create a new season, select Season. Then, click NEW. The Season Schedule screen appears.

SEASON SCHEDULE SCREEN

In the Season Schedule screen, you can set the schedule of events for your season.

- ❏ To add an event, click ADD EVENT. The Event Settings screen appears.

EVENT SETTINGS SCREEN

Through the Event Settings screen, you configure the events in your season and their associated total purses.

- ⦿ **Qualifying School** is a pre-season event in which players can qualify for the upcoming PGA TOUR season.
- ⦿ **PGA TOUR** is a tournament following PGA TOUR rules and regulations.
- ⦿ **Major** tournaments occur periodically throughout the year, and more points and larger cash prizes are awarded to the top finishers in Majors.
- ⦿ **Stableford** is a two- or four-player match following the Stableford scoring system. For more information on Stableford scoring, ➤ p. 37.
- ❏ To name your event, click in the Event Name box. Type in your event's name and then press **ENTER**.
- ❏ To set a date for the event, click in the Date box and enter a new date.
- ❏ To define the event prize money, click the Purse box and enter a value.

You can also change the weather and opponents by selecting different options from the appropriate drop-down list.

ADVANCED TAB

Under the Advanced tab, you can set the following options:

CUT	Set the criteria for making the cut. After two rounds of a PGA TOUR event, the top 70 players (and those who tie) are allowed to continue.
ELIGIBILITY	Set which players are eligible to play in this event.
CONDITIONS	Define the conditions for the event.
PINS	You can configure the challenge of the pin placements over the course of the event.

To accept the settings for this event, click OK. You are returned to the Season Schedule screen.

PRACTICE

Before you hit the links, go to the Practice Area to put the finishing touches on your game. Work on the nuances of your stroke on the Driving Range, Chipping Area, Putting Green, or the Holes of any of the twelve championship courses.

- ▶ To set up a different shot in the current practice area, click on the Overhead map in the game screen.
- ▶ To go to a different practice area during a practice session, open the In-Game Settings menu (► p. 27) and choose a different location.

SKILL ZONE

New for 2003, the Skill Zone Practice Range lets you set up and master all of the shots that a golfer needs to win on the PGA TOUR. To go to the Skill Zone, select PRACTICE for your Game Type, and then select SKILL ZONE in the Courses screen. For more information, ► *Courses Screen* on p. 10.

- ▶ To reposition your ball in the Skill Zone, click anywhere in the Overhead map.

STROKE

Stroke play is a simple round of golf: eighteen holes in the fewest strokes for one or more players. The player who scores the lowest on a hole is the first to tee off on the next hole.

MATCH

Match play is golf, one-on-one. Each player tries to win holes with the winner of each hole gaining a point. The player who earns the most points wins the match.

SKINS

Two or more players trade strokes for cash. Each hole has a monetary prize that goes to the player who has the best score. When players tie scores on a hole, the skin is carried to the next hole. Mulligans and gimmies are not allowed.

SKILLS COMPETITION

In the Skills Competition, you compete in nine contests of skill in various locations on the selected course. In each contest, competitors attempt to get closest to the hole or furthest from the tee.

- ⦿ Each player gets three attempts at each skill shot. A player's score is his best shot of the three balls.

The outright winner of each skill competition receives 1/10 of the prize money, with the overall winner taking the remainder of the pot.

- ⦿ You can set the total purse under the Advanced tab.

SHOOTOUT

A starting hole is randomly chosen from the course, and you play the next holes in sequence. At each hole, the player with the worst score is eliminated, with remaining players continuing to the next hole. Up to eight can play.

STABLEFORD

On each hole, points can be awarded based on the stroke index (par) of the hole. The player's score on the hole is based on the following scoring system: -1 pt. for bogey, 0 pts. for par, 2 pts. for birdie, 5 pts. for eagle and 8 pts. for a double eagle. For a double bogey or worse, a player scores -3.

ALTERNATE SHOT

In Alternate Shot, two teams of two players tee up on Hole 1. The player who does not hit the tee shot hits the second shot. Players alternate until the hole is finished. The team with the lowest total score for the hole wins 1 point. On the second hole, the player who did not tee off on Hole 1 begins.

GREENSOME

The Greensome format pits two teams of two players each in a round of golf. Both players on each team tee off, and each team then selects one ball with which to continue play. The player whose ball was not chosen makes the second shot. Players alternate shots until the ball is in the hole.

BLOODSOME

The rules for Bloodsome are identical to best ball Greensome, except that the **opposing team** chooses the ball to be played for a team's second shot. No points are awarded for ties on a hole.

SCRAMBLE (TWO- OR FOUR-PLAYER)

Scrambles can be played with two or four players on each team. Each player on a team begins from the tee. From whichever tee shot is better, both players take shot #2. Play continues in this manner for both teams until the two teams finish the hole.

FOUR BALL STROKE

In Four Ball Stroke play, two teams of two compete in a stroke match in which each team's score on a hole is the lowest of the two players.

FOUR BALL MATCH

In Four Ball Match play, two teams of two players are pitted against each other in match play golf. The player with the lowest number of strokes on a hole scores 1 point for his team.

If player A has a 6 handicap and is the lowest, then player B with an 8 handicap receives a 2 handicap for purposes of the Four Ball Match.

FOUR BALL STABLEFORD

Four Ball Stableford golf follows the Stableford scoring system for two teams of two players. A team's score for a hole is the highest score among team members.

GAME TYPE SETTINGS

For each game type, you can adjust settings for your match. Defaults are listed for Stroke play.

SETTINGS TAB

MULLIGANS

A **mulligan** is a do-over of a shot. Adjust the total number of mulligans to allow in your game: **0**, 1, 2, 4, 9, 18 or **ALL** shots.

GIMMIES

To speed up a game, you may want to allow gimmies. When enabled, a gimmie putt is automatically completed and counts as a stroke. Set the maximum gimmie distance: from **NO** to 18 IN from the cup.

⊙ Mulligans and gimmies are not allowed on the PGA TOUR.

☛ To add elements such as galleries, commentary, crowd cheers and television towers, check **TOURNAMENT SETTING**.

ADVANCED TAB

USE HANDICAPS

Toggle use of golfer handicaps in factoring final scores on or **off**. The PGA TOUR does not use handicaps. For more information, ► *Player Handicap* on p. 34.

PIN PLACEMENT

Choose the challenge of the pin placements: **EASY**, **MODERATE**, **DIFFICULT** or **VERY DIFFICULT**.

SIDE GAMES TAB

Under the Side Games tab, you can set points to be awarded to the golfers who meet these challenges.

► Side Games are not available against PGA TOUR opponents or in PGA TOUR Seasons.

LOW BALL	The golfer who wins a hole wins the points.
LOWEST PUTT TOTAL	The golfer with the lowest number of putts for the round.
ACE	For a hole in one.
GREENIES	The golfer on a par-3 hole closest to the green must either 1- or 2-putt to win the prize.
BIRDIES	For scoring a birdie or better.
UP AND DOWNS	A golfer missing the green in regulation can chip from grass and make a single putt to earn the points.
SANDIES	A golfer missing the green in regulation can shoot from sand around the green and make a single putt to earn the points.
SPLASHIES	If a golfer hits it into the water, he can earn this prize by saving par.
LONGEST DRIVES	On par-4s or par-5s, the golfer who hits the longest drive that lands on the fairway.
CHIP-INS	If you chip in, you earn these points.

NASSAU GAMES

Often played separately from the other side games, Nassau Games reward the golfer with the best front 9, back 9 and full round putting scores.

EA SPORTS™ ONLINE



EA SPORTS Online (EASO) is an all-new online service available only to EA SPORTS PC-CD game owners. Register this product, and get 60 free days of EASO membership. You can earn more free time after you become a registered member.

- To visit EA SPORTS Online, click EA SPORTS ONLINE (easportsonline.com) at the Main menu.

NOTE: IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT WWW.EASPORTSONLINE.COM.

NOTE: EA reserves the right to retire the EA SPORTS Online Service for this product after 90 days notice, or 30 days after the last day of the 2002-2003 PGA TOUR Golf season.

GETTING STARTED

Before you can play at EA SPORTS Online Service, you must register your product and create a new EASO account, or use a pre-existing Pogo.com, EA.com, CompuServe or AOL/AIM account.

- To login, click LOG IN. Enter your member name and password. Click OK.
- To register with EASO, click JOIN NOW. Follow the on-screen instructions to create your EASO account.

NOTE: When you register, you are creating your online profile. Be sure to enter a valid email address to receive updates from EASO.

EASO HOME PAGE

EA SPORTS Online lets you get even more out of your game. Set up a profile and list of Your Buddies, join a club, match up and find other gamers to play against, or participate in online tournaments.

Review, select, and edit your online Profile, ➤ *My Profile* on p. 43

Review and edit account information, ➤ *My Account* on p. 43

Go to the Clubs page (➤ p. 47) or your club's home page (➤ p. 47)

Enter online Tournaments (➤ p. 44)

Match up with other EASO golfers (➤ p. 45)

Learn more about online Prizes (➤ *Prizes* on p. 43)



Quit and return to Main menu

Get Help

Search for EASO member profiles (➤ p. 46)

Review and edit the list of Your Buddies, ➤ *Buddies Messenger* on p. 46

To return to the Main menu, click **BACK TO TIGER WOODS PGA TOUR 2003** in the lower left hand corner of the screen.

GETTING AHEAD ONLINE

The EASO currency is the token. You earn tokens for participation, starting clubs, completing Matchups, playing in tournaments, winning side games, and more. Tokens can be spent on tournament entry fees and entry fees for sweepstakes contests.

🕒 **Lifetime tokens** are the total number of tokens you've earned playing all EA SPORTS Online game titles. **Title tokens** are for the select game title.

Wallet tokens indicate the number of tokens that you can spend from your wallet.

LEVEL

Be an active member in EASO, its clubs, and its tournaments, and you can climb levels, all the way to Legend 10.

RATING

Your skill level as measured in sanctioned online golf events.

PRIZES

By playing on EASO, you earn tokens that you can use to buy tickets to sweepstakes contests. Win prizes and cash just for playing!

- To learn more about the great prizes and cash awards that you can earn on EASO, click PRIZES on the left nav bar.

MY ACCOUNT

On the My Account page, you can change the information listed in your EASO account, including your registered email address and password.

USER MENU

On EASO pages, you may see a small arrow icon next to member names. This is the User menu. The options in a member's User menu depend on who the member is and whether they are a club manager.

- To open the member's User menu, click on the arrow next to the member name.

MY PROFILE

With EASO, you can own and develop your very own EA SPORTS Online Profile. Your EA SPORTS Online rating determines your overall abilities and shows other members your commitment to online golf.

- To view your current profile, click PROFILE in the left nav bar. To change your profile image, click IMAGE.

View your profile

Change your profile settings

Tokens available to spend



Current EASO level and ranking

Current level and ranking in Tiger Woods PGA TOUR 2003

PROFILE IMAGE

Select the playing card to represent you on EASO. As you rise in level in EASO, you acquire more trading cards from which to choose.

- To select a new playing card to be displayed to other online members, click an image at the bottom of the screen. Then, click **SAVE IMAGE**.

TOURNAMENTS

Create a tournament specifically designed for your club friends and decide once and for all who is the top member. Or, open it to the EASO community.

- To go to the Tournaments Lobby, click **TOURNAMENTS** in the left nav bar.

TOURNAMENTS LOBBY

In the Tournaments Lobby, you can browse available tournaments and sign up to play.

- To filter tournaments, select **FILTERS** and then set the filters to display the tournaments that interest you. To apply the filters, click **OK**.
- To create your own tournament, click **CREATE TOURNAMENT**. For more information, ➤ *Create a Tournament* below.

To join a tournament:

Some tournaments have entry fees. As soon as you join a tournament, the entry fee is deducted from the tokens in your wallet.

- To join a tournament that has begun play, click **PLAY NOW** in the Selected Tournament tab.
- To sign up for a tournament scheduled for the future, click **JOIN NOW**.

At the bottom of the screen, click the appropriate tab to review the details of your selected or created tournaments.

TOURNAMENTS HISTORY

In the Tournaments History page, you can review the last 50 tournaments that have been completed on EASO.

CREATE A TOURNAMENT

In three steps, you can create a tournament, define its parameters, and make it available to the EASO community.

- To continue to the next screen, click **NEXT**. To cancel tournament creation, click **CANCEL**.

MATCHUPS

Through Matchups, you can locate online opponents fast and easy. Find other members with similar abilities. A **Matchup** involves two to four players. In team-based Matchups, Players 1 & 2 form Team 1.

MATCHUP LOBBY

In the Matchup Lobby, you can review available Matchups and join in the fun.

- To go to a different Matchup room, select one of the room category tabs at the top of the screen. Then, select a room from the Room Selector drop-down.
- To join a Matchup, click the Join Now link in the Status column.
- To create your own Matchup, click CREATE MATCHUP. For more information, ➤ *Setting up Matchups* below.

ROOM CHAT

At the bottom of the Matchup Lobby, you can chat with other members in the same room to score up a game.

- To chat with everyone in the room, click the Room Chat tab. Enter your text message in the space provided. Then, press **ENTER** or click the Send button.
- To filter out messages from some members, click the appropriate button at the top of the Chat box.

SETTING UP MATCHUPS

EASO can attempt to find a Matchup game suitable to your abilities and interests.

- To let EASO find a fair match for you, click INSTANT MATCHUP.

CREATE A MATCHUP

When you create a Matchup, it is available to all EASO members who are currently connected. You can, however, define your Matchup to attract only the players you want by making it private. Be sure to distribute the password.

NOTE: You can play user-created courses in Matchups if every player has a copy of the course.

- To go to the next screen, click NEXT.

You can start after the minimum number of slots has been filled for the Matchup. To begin play, click START.

FINDING EASO MEMBERS

In the EASO universe, you can search for member profiles, contact them through the Buddies Messenger feature, or browse through clubs. For more information on clubs, ➤ p. 47.

PROFILES SEARCH

- ✎ To search by member name, click PROFILES on the right side of the screen. The Profiles drawer opens. Then, click SEARCH.
- 🕒 In the Profiles drawer, the drop-down text box contains all of the member names in your club, plus your most recent searches.
- ✎ To send a message to the person you just found, click the User menu next to their member name. Then, click SEND MESSAGE. For more information, ➤ *User menu* on p. 43.

BUDDIES MESSENGER

When you add other EA SPORTS Online members to the list of Your Buddies, you can instantly contact them or leave messages when they're offline through the Buddies Messenger feature.

- ✎ To toggle display of the Buddies Messenger, click BUDDIES on the right side of the screen.

Managing Buddies:

In the Buddies Messenger drawer is a collection of groups, including My Buddies, which is your list of buddies. You can create new groups or move members between folders.

- 🕒 When a member sends an initial message to you, the member name appears in your Unknown folder. If you want to be able to communicate with this member during a later session, you must move the member name into a different folder.
- ✎ To add a member to the list of Your Buddies, click the member's User menu. Then, select ADD TO BUDDIES.
- ✎ To block a member from sending you messages, move their member name into the Blocked folder. Or, select BLOCK from the User menu for the member.

Sending Messages:

- ✎ To send a message to any member or group, double-click the name of the group. To send a message, type your message in the box. Then click the ➔ button.

CLUBS

In EASO, clubs are a great way to meet golfers with similar interests, abilities and schedules for online play. You may belong to **only 1 club** at a time.

- To join a club, click CLUBS in the left nav bar. Then, to find a club that matches your interest and abilities, click FIND A CLUB. For more information, ➤ *Finding a Club* below.
- To quit a club, select QUIT CLUB from the My Club page.
- To create your own club, click CREATE CLUB.

FINDING A CLUB

You can search for clubs using one or more search criteria. Add more search terms to find the club that's just right for you.

- To search for the selected criteria, click SEARCH.

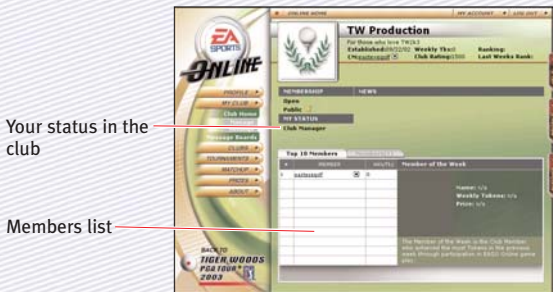
To join a club:

1. To go to the home page of a club, click the club's link in the Search results.
 2. To join the club if it's open to all EASO members, click JOIN CLUB. You are now a member of the club.
- To join a private club, click APPLY TO JOIN. The Club Manager then approves or declines your request.

MY CLUB PAGE

After you have joined a club, you can go to the My Club page to check club stats, your club status, news and more.

- ⦿ If your club status is inactive, you are ineligible to play in club tournaments. Contact the club manager to change your status.



- To view members in the club, click MEMBERS.

CREATING A CLUB

As the manager of a club, you have complete control over membership, recruiting and more.

To create a club:

- ⦿ You can only belong to 1 club at a time. Before creating a club, you must quit any club to which you already belong.
- 1. To begin your own club, click CLUBS in the left nav bar. On the Clubs page, click CREATE CLUB.
- 2. In the Create a Club page, enter the information that describes your club. To create the club, click SAVE NEW CLUB. The club is created.

MANAGING YOUR CLUB

- ⦿ All of the tools needed to manage your club are available to you when you login to EA SPORTS Online.
- ✎ A club can have a maximum of **32 active members** at any time.
- ✎ To manage a club that you created, click MY CLUB in the left nav bar. Then, click MANAGE.
- ✎ To post a news story, click the UPDATE NEWS link. Type a headline and the story in the spaces provided. To post the news story, click UPDATE NEWS.
- ✎ To send a message to members of your club, use the Buddies Messenger. For more information, ► *Buddies Messenger* on p. 46.
- ✎ To recruit new members, click RECRUIT MEMBERS on the Manage page. In the space provided, enter the member name to find. Click SEARCH. In the results, click the plus sign next to the member to recruit. The member is added to the Approved list for your club and receives a message offering a position in it.
- ✎ To transfer management of the club to another club member, click TRANSFER MGT on the Manage page. From the drop-down list, select the member to whom you wish to transfer management. To begin the transfer, click BEGIN TRANSFER.

CLUB SETTINGS

In the Club Settings screen, you can change the name of the club, its description and the logo used for the club.

- ✎ To select a different logo for your club, click one of the predefined logos from the selection provided.
- ✎ To add your custom logo, click UPLOAD LOGO to find it on your local computer. You may have only 1 custom logo for your club at a time.
- ✎ To make your club open only by invitation, check the Private Club box. To close the club to new membership, check the Close Club box.

NETWORK PLAY



Via Internet or LAN, up to eight golfers can play in Scramble and Shootout modes and up to four can play in all other game modes except for Season and Practice.

To begin a network game, click NETWORK PLAY in the Main menu.

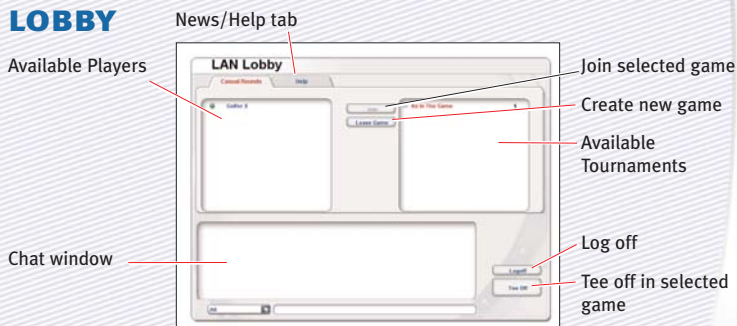
NETWORK LOGIN SCREEN



To login to a network game:

1. Select whether to connect via a LAN network or through a direction connection to another computer via the Internet. Enter your username and password.
2. Select whether to Join a game or Host a game. Enter the IP address for the host computer. If you are host of an Internet (IP) game, you must distribute the IP address for your computer.
3. To login to the game, click LOGIN. You enter the Lobby.

LOBBY



To exit online play and to return to the Main menu, click LOGOFF.

CREATE GAME

To create a game, click NEW GAME. To create the game, click CREATE. You must select the game type (► *Game Type Screen* on p. 34.) and then select a course (► *Select a Course Screen* on p. 10.).

MANAGING YOUR CREATED GAME

From the Lobby, you can control who can play in the game and when it begins.

COURSE UTILITIES




With a few button clicks, you can convert your old *Tiger Woods PGA TOUR* golf courses to the updated format, including courses that you have created in EA SPORTS *Course Architect*™.

NOTE: Before you install a course, all of the required libraries must be installed first.

NEED HELP WITH COURSE ARCHITECT? Please see the help documentation for *Course Architect* at <http://tigerwoods2003.ea.com>.

The list of courses is on the left. The list of libraries installed on your machine is displayed on the right side.

NOTE: On average, an installed course and its libraries may occupy 50MB of space on your hard drive.

- | | |
|--|---|
| INSTALL | Install other courses from the game CD, from downloading or from creation in the <i>Course Architect</i> . |
|  To install a course, click INSTALL. Find the source directory. Then, select the destination directory where you wish to install the course. Click INSTALL. | |
| MOVE | To move an installed course or library to a new destination, select the item in the appropriate list and then click MOVE. |
| COMPRESS FILES | To distribute courses to friends and fellow players, you can compress them into a single distribution file (.TCX). |
|  To compress a course, select the course in the left-hand list. Then, click COMPRESS FILES. In the pop-up, click the folder icon to select a destination for the file. At the bottom of the screen, put a checkbox next to each library that you want in the compressed file. | |
| CLEAR STATISTICS | Clear statistics for a course. |
| CONVERT TW 2001 COURSE | Convert a course from Tiger Woods <i>PGA TOUR 2001</i> . |
|  Course conversion can take up to 20 minutes, depending on the complexity of the course and the capabilities of your system. | |

NEED TECHNICAL SUPPORT? Please see the enclosed Install Guide for technical support information.



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